

# **SPECTRAVISION™**

## **VIDEO GAME CARTRIDGE**

# **CROSS FORCE™**

ONE OR TWO PLAYERS  
FOR THE ATARI® AND SEARS  
VIDEO GAME SYSTEMS  
**INSTRUCTION MANUAL**

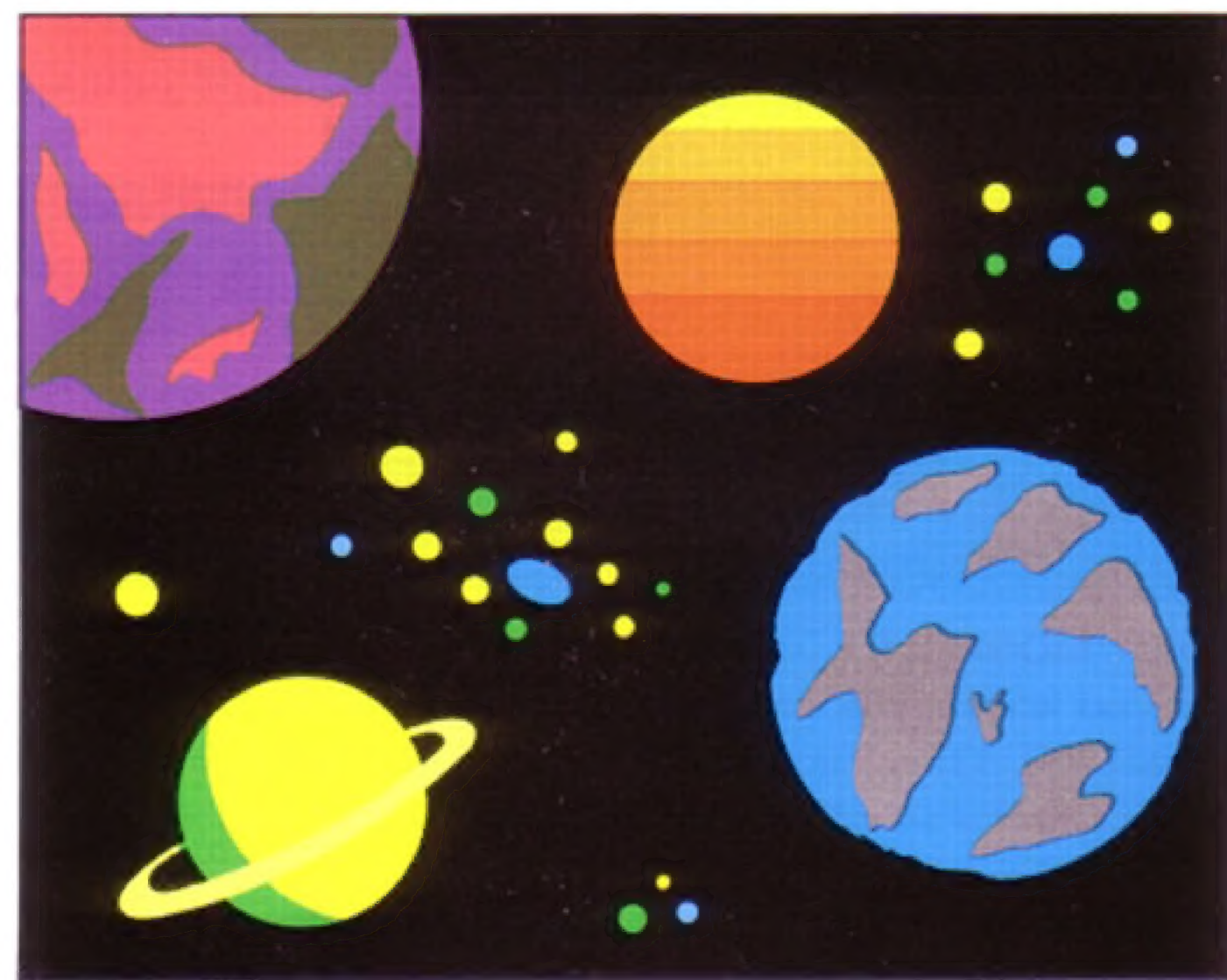


FOR ZEONS AND ZEONS THE EVIL "MORPULS" FROM THE PLANET "TZORIS" HAVE BEEN TERRORIZING THE FAR CORNERS OF OUR GALAXY, LEAVING A TRAIL OF HAVOC AND DESTRUCTION. BUT VICTORY SHALL SOON BE OURS!!!!!! OUR CLEVER SCIENTISTS HAVE DEVELOPED A NEW POWERFUL WEAPON CALLED A "SPECTRON". YOUR RECENT SUCCESS ON YOUR LAST MISSION — "PLANET PATROL" — MAKES YOU THE IDEAL CHOICE TO DEPLOY OUR NEW POWER. THEREFORE, PREPARE TO LEAVE FOR THE PLANET "TZORIS" IMMEDIATELY WITH YOUR "SPECTRON" ON BOARD. BE CAREFUL-SET THE TRAP-AND CATCH THE EVIL "MORPULS" IN A.....



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FOR THE ATARI®  
AND SEARS VIDEO  
GAME SYSTEMS



## NO MORE "TZORIS":

Greetings to all spectra-warriors...

The time we have all been waiting for has come!

Thanks to all our brave warriors, the invasion of the planet Spectra is over!

The remains of the "MORPULS" invading force have fled back to the planet "TZORIS".

Now is our chance avenge our honor.

### THE SPECTRON

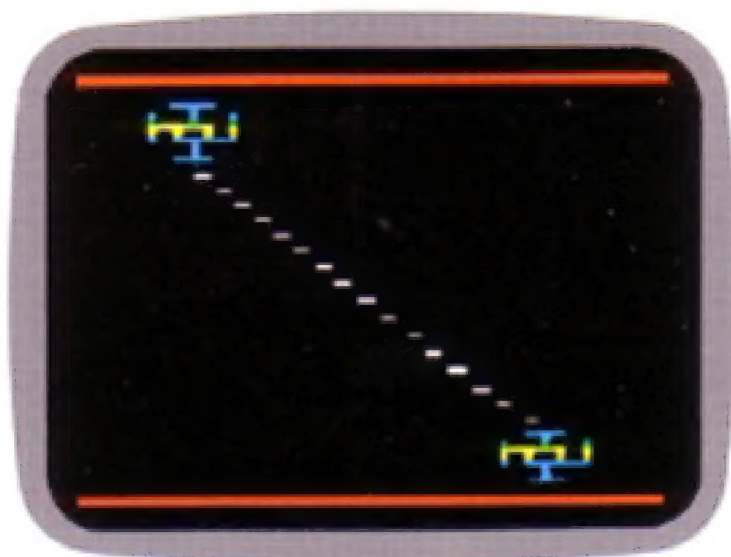
Our secret weapon!

Each vessel has been equipped with a new "SPECTRON". The power of this weapon lies in the ability to create a holographic dual laser blaster. Once deployed, the enemy is caught in a cross fire.

### WARNING!

The Spectron, although effective, has not been perfected and can overheat!!!

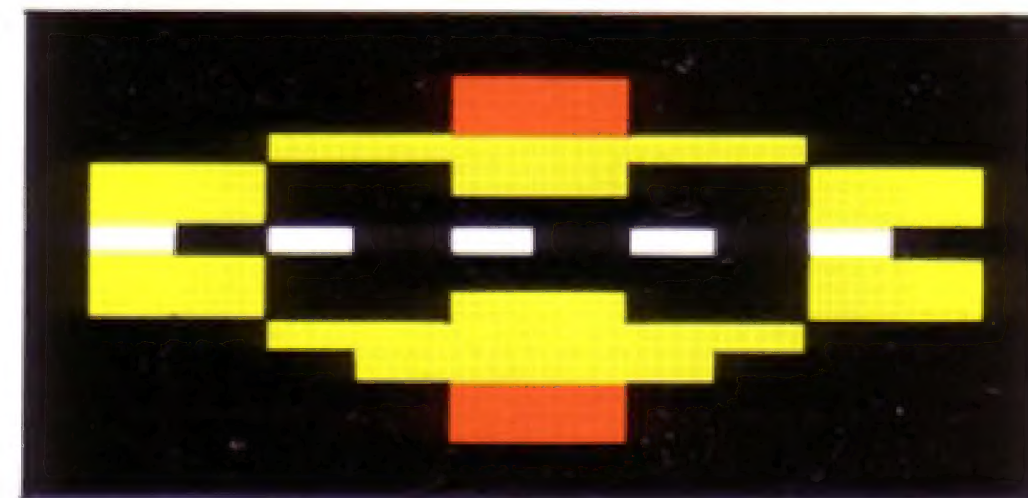
LASER BLAST



### THE "MORPULS"

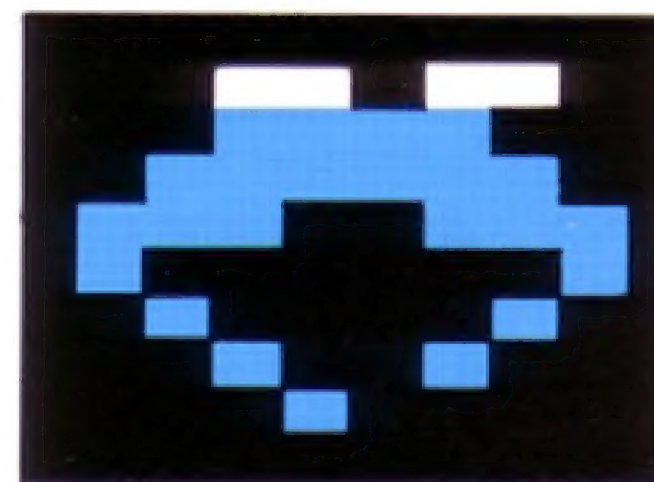
As you know, the evil morpuls are "MECHANOID" creatures. They can survive in a vacuum environment. Once in battle, they are programmed to be self-propelled.

The 'morpuls' travel in long range transports. Each vehicle can carry hundreds of morpuls.

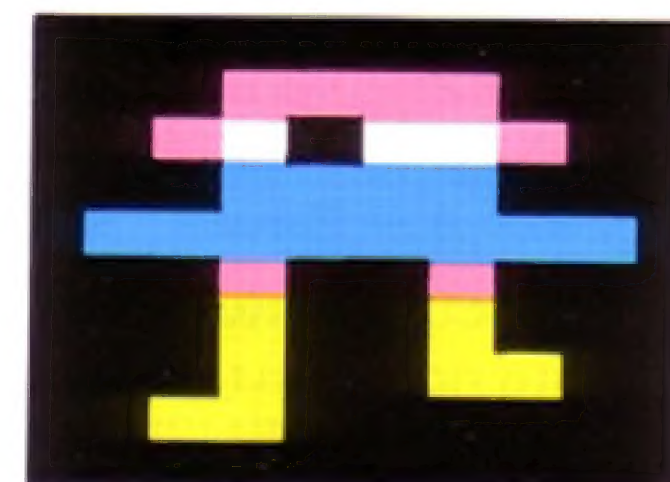


MOTHER SHIP

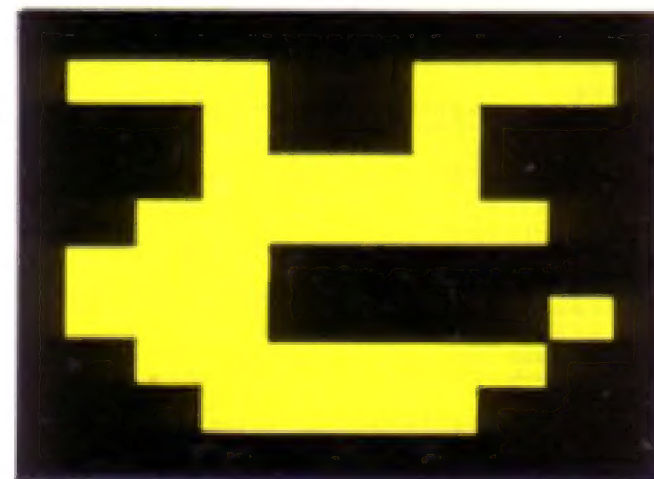
There are 4 types of morpuls, they are listed in order of lethal rank:



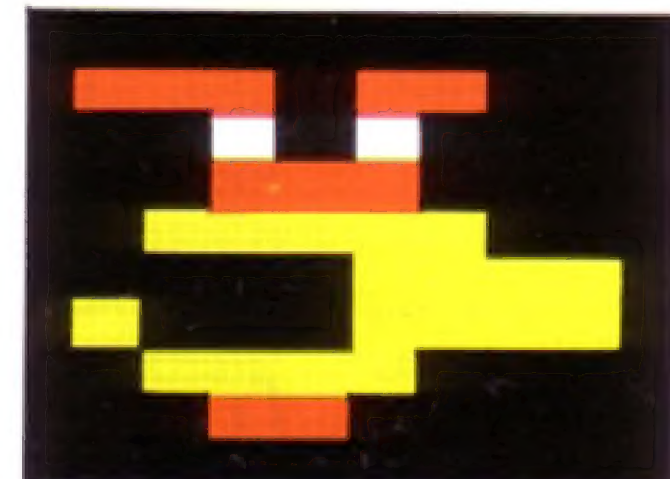
1. GUPOIDS



2. FLASHERS



3. PARASOIDS



4. NASTROIDS

As you enter the battle, the morpuls will attack in waves, sending the gupoids first.

The nastroids are the morpul elite and will attack without mercy!

The time to attack is now!

Destroy the morpuls! Avenge Spectra!



## GETTING STARTED

1. **HOOK UP GAME CONSOLE**
2. **INSERT CARTRIDGE** — make sure power switch is always in the "OFF" position when installing cartridges.
3. **TURN CONSOLE "ON"**
4. **"TAKE-A-BREAK"<sup>TM</sup> FEATURE** — you can put the game on "PAUSE" if you push the "COLOR" switch down to the "B & W" setting. The game will freeze until you switch back to "COLOR".
5. **GAME SELECTOR**  
Game 1 — Diagonal "SPECTRON", one player  
Game 2 — Parallel "SPECTRON", one player  
Game 3 — Diagonal "SPECTRON", 2 player alternate  
Game 4 — Parallel "SPECTRON", 2 player alternate

### 6 DIFFICULTY SWITCHES

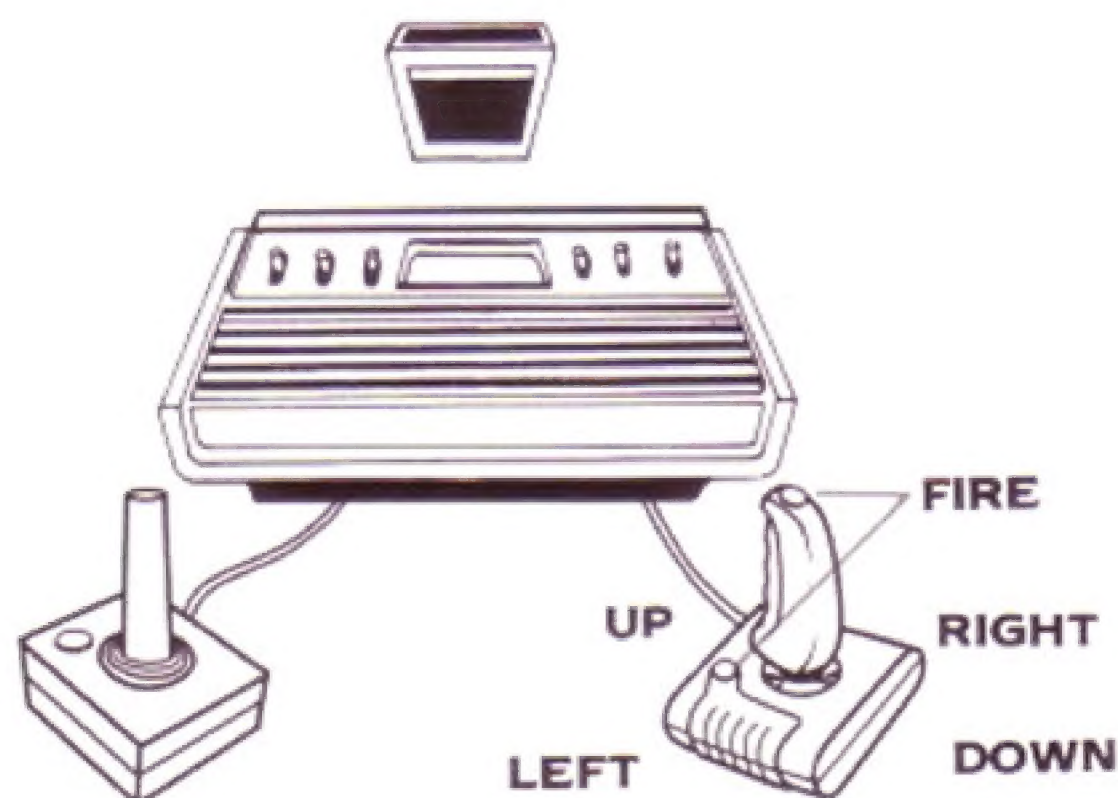
Both right and left difficulty switches affect travel speed of spectron.

#### LEFT SWITCH

A — Slow  
B — Fast

#### RIGHT SWITCH

A — Slow  
B — Fast



## THE "SPECTRON" MANEUVER

### ATTACK CONSOLE VIEWFINDER



Use your spectron controller (Joystick) to control base laser.

The spectron can be set 2 different ways (see page 5 "Game Selector")

1. Diagonal — The outer laser moves in the opposite direction of the base laser
2. Parallel — The outer laser moves parallel to the base laser.

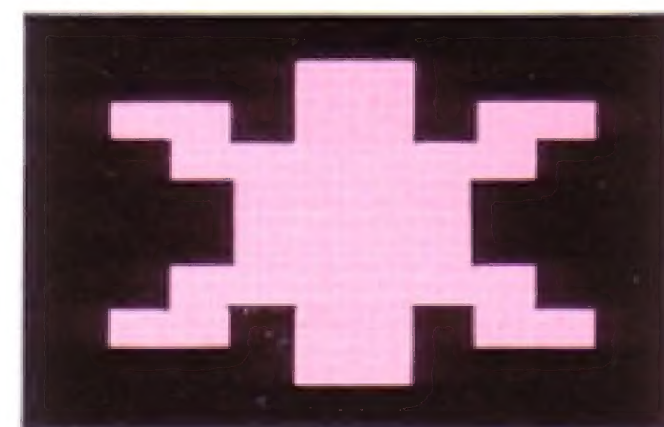
You must align the enemy between the two lasers for a hit!

### LASER FUEL

Your ship is equipped with 4 spectrons. Each spectron has limited energy and must be refueled. Energy level indicator is provided on your viewfinder.

Energy packs will be sent via shuttle from the planet spectra from time to time. In order to refuel you must fire a laser blast at either the base or outer laser energy pack. You lose a spectron if you run out of energy!!

### ENERGY PACK





## LASER TEMPERATURE

Each time you fire your laser, the temperature of the laser rises. When the laser is idle, it cools down. Watch your temperature level indicator!

If the laser overheats you cannot fire until it cools down.

## BATTLE TACTICS

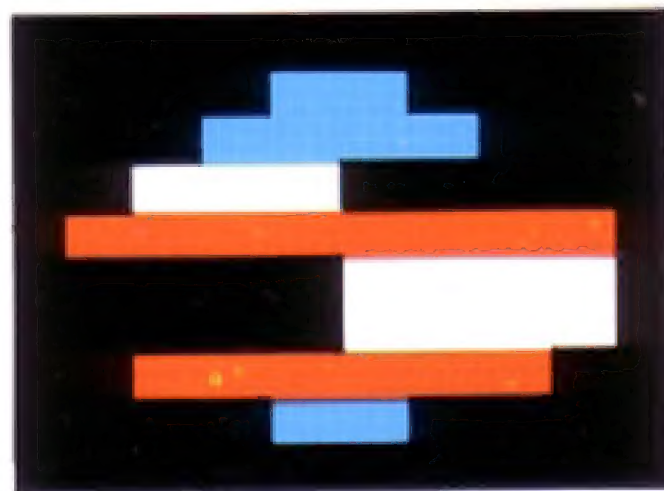
The morpuls will arrive in their transports, and begin to attack immediately.

The transport ships cannot be destroyed, so do not waste your fuel. Each morpul fighter ship holds 2 morpul warriors. When the morpul ship is hit, the two morpuls will abandon their craft and attack themselves.

The morpuls will attack both your base laser as well as your outer laser.

When the morpuls are hit, some of them may discharge a missile, and explode upon contact with the spectron.

If either laser is hit, you loose one spectron



MORPUL WARRIOR VESSEL



MORPUL DESTROYING LASER

The morpuls will attack in waves, in order of rank. After you have completely wiped out the first rank of morpuls, the next, more troublesome type will attack. A bonus spectron is awarded every 10,000 points. A maximum of 4 spectrons can be carried at any one time.

All brave warriors will receive the honors of the galaxy.

The coveted MEDAL OF "KLIG" will be awarded to those who excell.

## SCORING

WAVE	ATTACK SHIP	MORPUL
One	10 pts	—
Two	20	20
Three	30	30
Four	40	40
Five	50	50
Six	60	60
Seven	70	70
Eight	80	80

## AWARDS

SCORE	TYPE OF MEDAL
1,000 — 9,990	PURPLE HEART
10,000 — 29,990	CERTIFICATE OF HONOR
30,000 — 49,990	MEDAL OF VALOR
50,000 — 69,990	THE SPECTRA MEDALLION
70,000 — 99,990	THE MEDAL OF "KLIG"



# WARRANTY

## VIDEO GAME CARTRIDGE LIMITED 90 DAYS WARRANTY

Spectravision warrants to the original consumer purchaser of this Spectravision video game cartridge that it will be free from defects in materials and workmanship for a period of 90 days from the date of purchase.

Spectravision agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Spectravision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Spectravision. **Any implied warranties applicable to this cartridge are limited to the 90 days period described above. In no event will Spectravision be liable for any special, incidental, or consequential damage resulting from possession, use or malfunction of this cartridge.**

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to

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